V203US



USER MANUAL



CONTENT

CONNECTIONION DIAGRAM (36 & 10 pins)

36 Pins		
PARTS SIDE		**SOLDER SIDE**
VIDEO RED	**1**	VIDEO GREEN
VIDEO BLUE	**2**	VIDEO SYNC
SPEAKER	**3**	VIDEO GND
	4	
	5	
	6	
TICKET OUT	**7**	
TICKET SWITCH	**8**	
ALL STOP/START	**9**	
SMALL / STOP 2	**10**	
PLAY	**11**	
TAKE/STOP 3	**12**	
W-UP/STOP 1	**13**	
	14	
	15	
BIG/SYMBOL/HOLD SELECT	**16**	
	17	
COIN A	**18**	KEY IN
	19	COIN C
BOOK	**20**	TEST
	21	KEY OUT/PRINTER PRINT
	22	
COIN A METER	**23**	
KEY IN METER	**24**	
	25	
COIN IN C METER	**26**	
OUT METER	**27**	
	28	
LAMP: ALL STOP/START	**29**	
LAMP: SMALL / STOP2	**30**	
LAMP: PLAY	**31**	
LAMP: TAKE/STOP 3	**32**	
LAMP: W-UP / STOP1	**33**	
LAMP: BIG	**34**	
	35	
GND	**36**	GND

10 Pins		
PARTS SIDE		**SOLDER SIDE**
GND	**1**	GND
GND	**2**	GND
+5V	**3**	+5V
+5V	**4**	+5V
+12V	**5**	+12V
+12V	**6**	+12V
TICKET SSR	**7**	
	8	
	9	
GND	**10**	

DIP SWITCH SETTING

DIP SWITCH 1		1	2	3	4	5	6	7	8
DEMO MUSIC	YES	OFF							
	NO	ON							
NON STOP	NO		OFF						
	YES		ON						
PASSWORD	YES			OFF					
	NO			ON					
ODDS TABLE	YES				OFF				
	NO				ON				
W-UP GAME	YES					OFF			
	NO					ON			

DIP SWITCH 2		1	2	3	4	5	6	7	8
CHANCE LEVEL	LOW	OFF							
	HIGH	ON							
SCORE BOX	NO		OFF	OFF					
	YES		ON	OFF					
	10X		OFF	ON					
PLAY SCORE	NO				OFF				
	YES				ON				
HAND COUNT	NO					OFF			
	YES					ON			
SYMBOL	FRUIT						OFF	OFF	
	FOOD						ON	OFF	
	BOTH						OFF	ON	
SHUTTER	OFF								OFF
	ON								ON

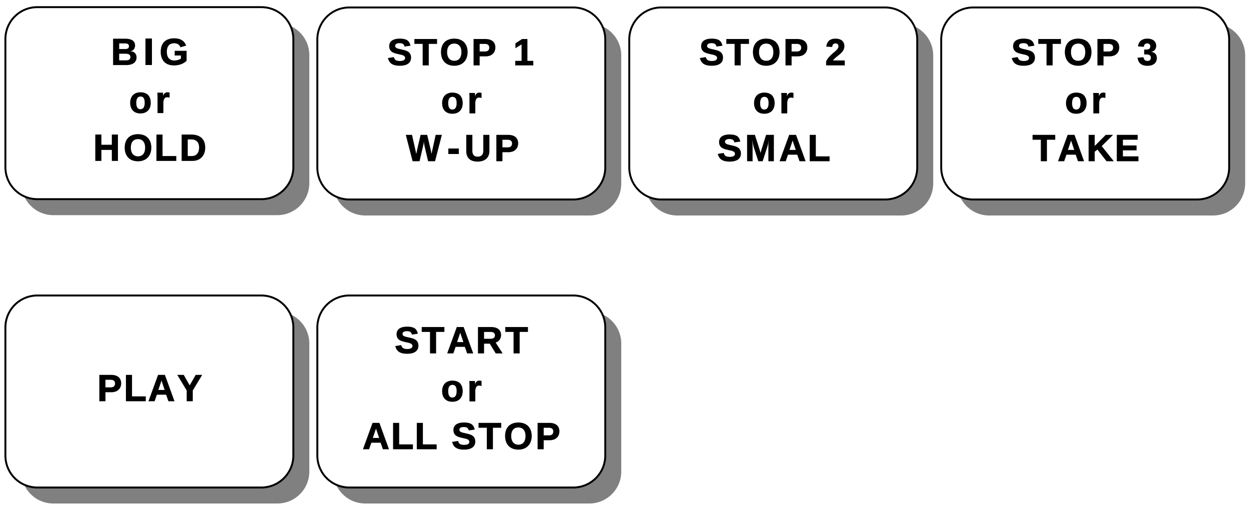
DIP SWITCH 3		1	2	3	4	5	6	7	8
HOLD PAIR	ON	OFF	OFF						
	AUTO HOLD	ON	OFF						
	OFF	OFF	ON						

REMARK:

1. **For high coin value operation, please set Chance Level on OFF (low) and max play set under 32 or ON (high) for penny setting operation and max play setting 64 ~ 128.**

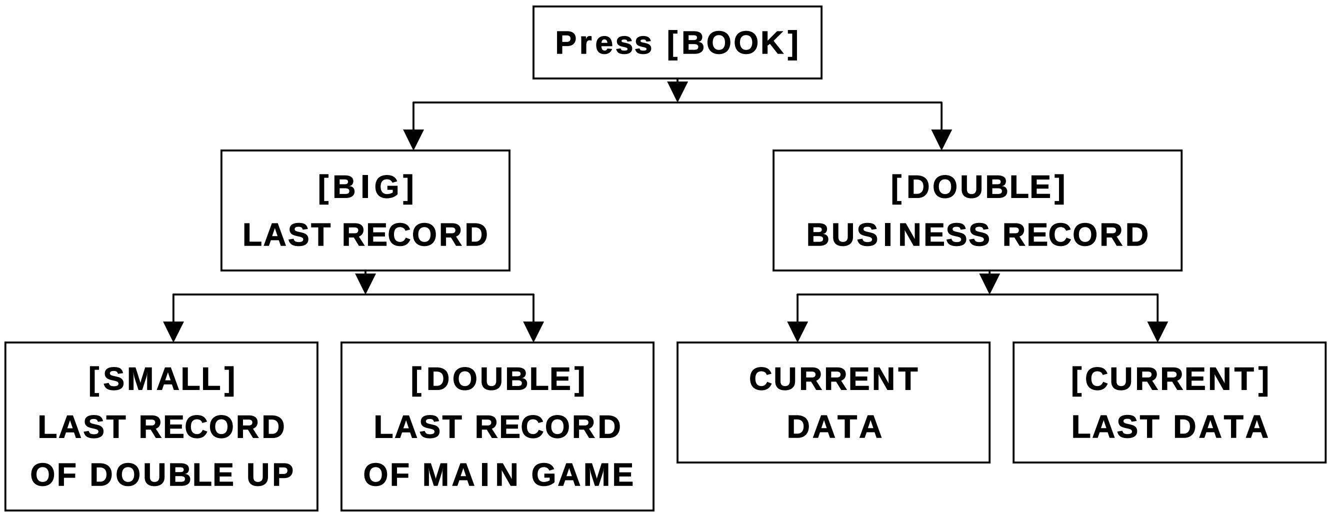
2. Default Password of System Setup: [Start] * 8

36 & 10 PIN BUTTON LAYOUT

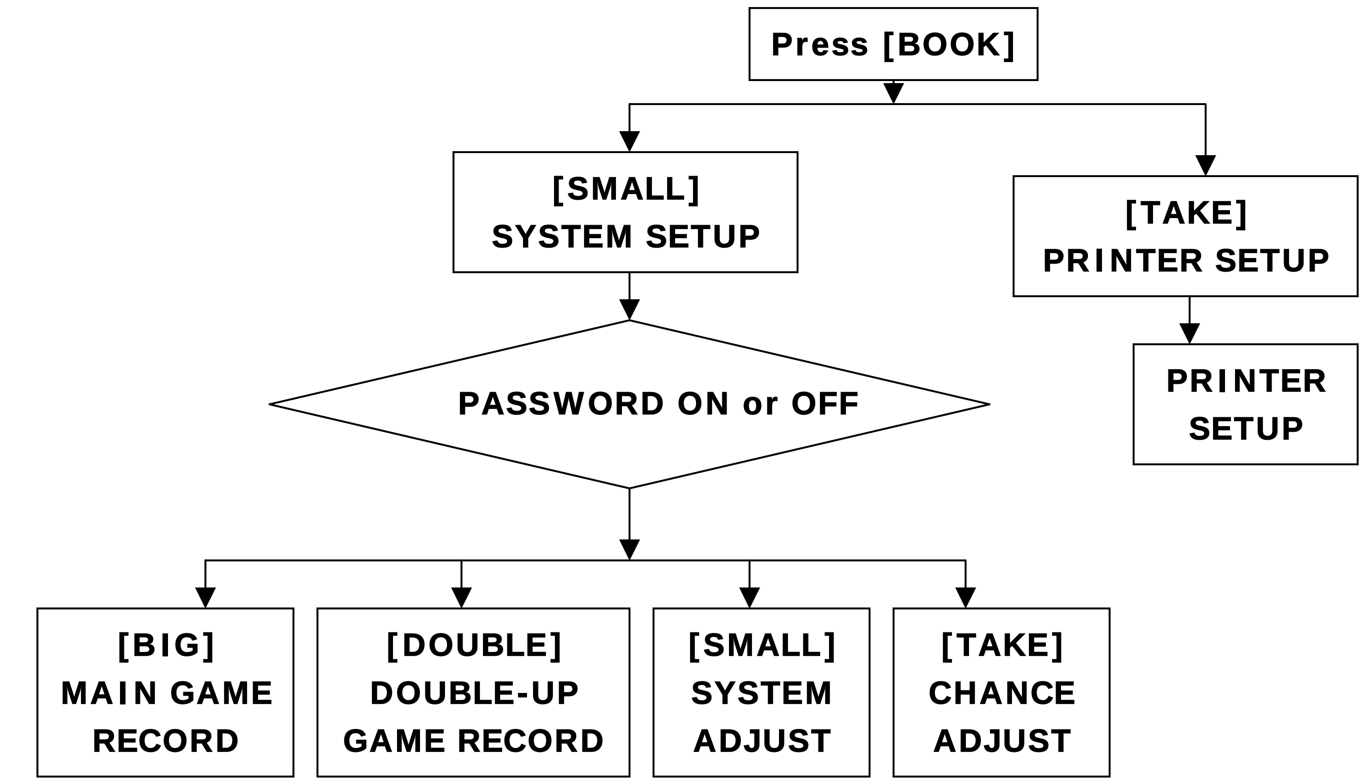


BOOKKEEPING & ADJUSTMENT

BOOKKEEPING FLOW



DATA SETTING FLOW



ON-SCREEN SYSTEM SETTING

SYSTEM SETUP

Press [BOOK]→ [SMALL]→[SMALL] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
MAX. PLAY	8,16,32,64,128	128
MIN. PLAY	1,8, 10,16,24,32	8
SYSTEM LIMIT (Max. PLAY)	X500, X1000, X2000, X3000, NO LIMIT	NO LIMIT
COIN RATE	1, 2, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000	5
KEY IN RATE		100
KEY OUT RATE		1
TICKET RATE		20
GAME TICKET	1, 2, 3, 4, 5, 8, 10, CONTINUOUS	CONTINUOUS
CREDIT LIMIT	1000, 5000, 10000, 90000	10000
MAX BONUS	1000, 2000, 3000, 5000, 8000, 10000	5000
TICKET OUT INTERFACE	PRINTER DIRECT/DISPENSER DIRECT Interface	DISPENSER DIRECT
PRINTER COMMAND	CBM1、ESC/POS、STAR	CBM1

REMARK:

1. **Printer only can be used by one machine driven by RS232.**
2. **The interface board of ticket dispenser can be driven by connecting with 7th pin on the Part Side of 10 pins (on 36 & 10 pins diagram), refer to page 3.**
3. **Min Play 8 credits for Progressive Bonus.**

CHANCE ADJUSTMENT

Press [BOOK]→ [SMALL]→[TAKE] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
MAIN GAME RATE Total Points Won Total Points Played	LEVEL 1(95%) , LEVEL 2(94%) , LEVEL 3(93%) , LEVEL 4(92%) LEVEL 5(91%) , LEVEL 6(90%) , LEVEL 7(89%) , LEVEL 8(88%)	**LEVEL 4**
W-UP GAME RATE	LEVEL 1(92%) , LEVEL 2(94%) , LEVEL 3(96%) , LEVEL 4(98%)	**LEVEL 2**

MAIN FEATURES OF WILD FRUIT:

- **3 graphic choices for operation:** Classic Fruit, Fast Food, or Both (via Dip SW2, #6 & 7)

- **2 different types of reel choices:** Shutters (for non-spinning operation) and Spinning Reels
- **Progress & Interactive Bonus:** Max Bonus can reach 10,000. **Special Chance structure:** Wild chance construction & income guarantee.
- **Attractive Fevers:** Diagonal & Cross fevers.
- **Additional Skill Setting:** When "Skill Hold" (Dip SW3) is activated, player never wins on the 1st hand, player is forced to make a "skillful decision", then re-spin.
- **Original Manufacturer Default:** IGS has focused on worldwide market to develop special default for assurance that operator has the best income with Wild Fruit/Wild Food!

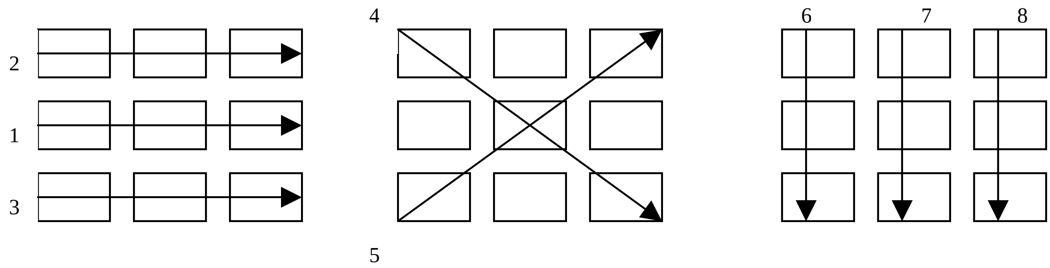
HOW TO PLAY:

MAIN GAME DESCRPTION



Main Screen of Wild Fruit

Regular 9 reels & 8-liner style, playing spots as follows:



REEL MODES

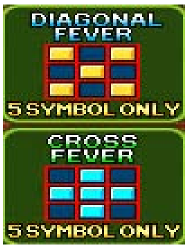


Screen of Spinning Reel



Screen of Shutter

FEVER BONUS & JOKER



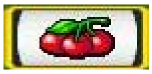
If 5 same symbols are arranged in “X” or “Cross” patterns, player experiences “Fever Bonus” with 3 to 5 times

When 

joker appears in the main game, it will automatically change into , , , , or 

.

When 

joker appears in the main game, it will automatically change into , , , , or .

PROGRESSIVE BONUS POOL



Each bird will increase 1/8 of play amount to progressive bonus.



Three birds lined up in a row allows player a chance at the progressive bonus pool!



REMARK:
Max Bonus value can be adjusted on screen setting.

Double UP Game Description

Poker selected area



Double-up Screen

- Player selects any one card from the lower deck. Then choose whether the next card will be “higher”(big button) or “lower”(small button) than card value above selection.